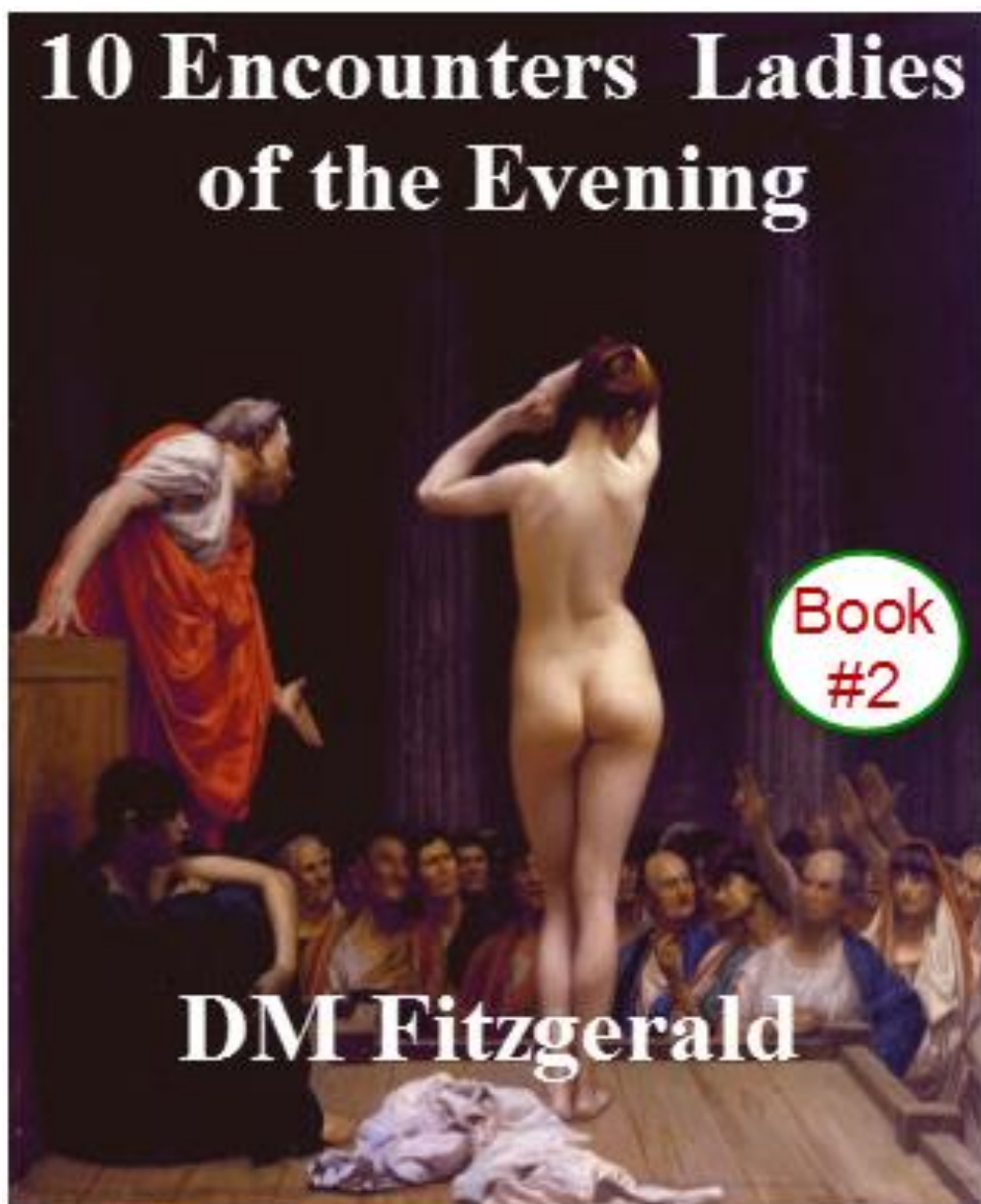


# 10 Encounters Ladies of the Evening

Book  
#2

DM Fitzgerald



**For Aimee**

# 10 Encounters

(Ladies of the Evening #2)

By

DM Fitzgerald

Art

Jean Leon Gerome

Arthur Hughes

Oscar Pereira da Silva

Pierre Auguste Renoir

Howard Pyle

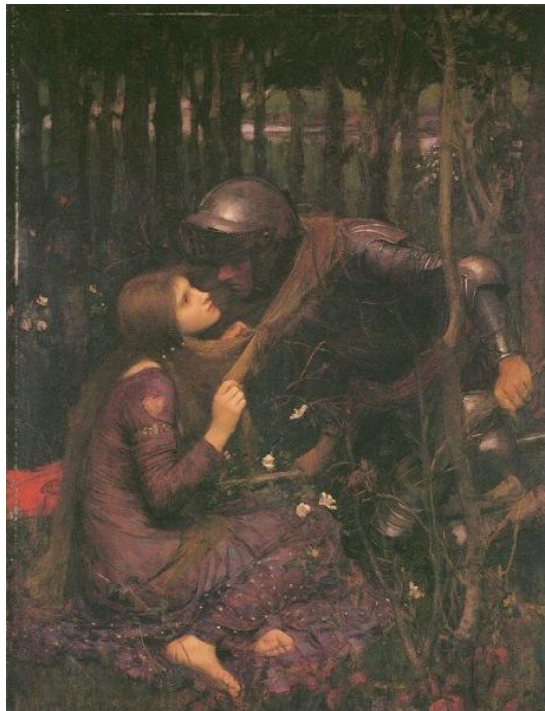
Georges Merle

Arthur Hacker

William Adolphe Bouguereau

# 11. Beryl Alison

(Human Female)



Human Prostitute Level 2

**Str 12, Dex 14, Con 13, Int 12, Wis 10, Cha 14**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (Military) +5, Perception , Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Beryl is an Altmans woman (Soldiers woman) she began by following her boyfriend when he joined the Deseratan Military, he was killed in a minor skirmish and to make ends meet she took another “husband” from the same unit. This is how Beryl has survived, giving her a very cynical outlook on life.

When not married to one of the local soldiers she walks the streets and sells her wares, she is very popular with the locals and usually has two or three of the local watch as former/current customers, so short changing her or not paying her will get a person a visit from the law.

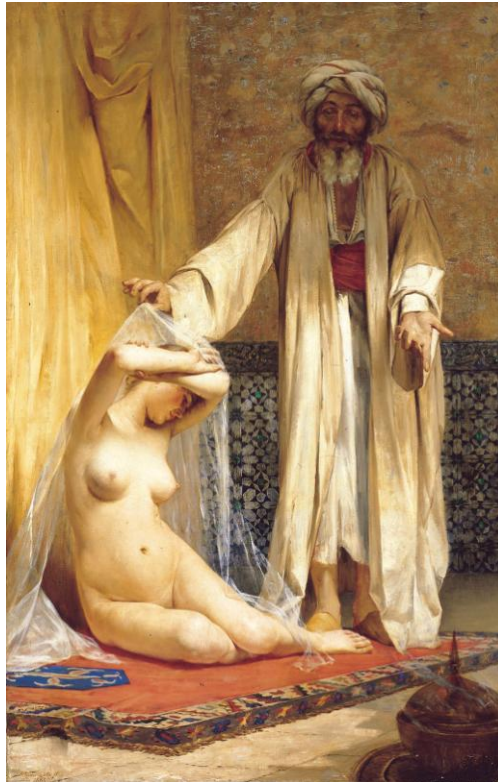
## Plot Hooks

1. Beryl is currently “married” into a group of soldiers that are looking for the type of character the players are (Priest, Magic User.) Beryl will be dispatched use her wiles to make the characters want to become part of the unit. The commander of the unit knows this and supports it whole heartedly. If the character comes into the unit they will eventually notice that Beryl is very physical with many of the men and women in the unit. It will depend on the characters as what happens after that.
2. Beryl is alone; there are no soldiers in the area or armies for her to follow. She will try to get the characters to take her in and employ her. She will confide in any female characters that she has been ill used by men and hopes that another woman will understand and help her. If/when the characters come across another military unit, there are a 20% chance that Beryl knows someone in the unit and will be able to get supplies or help from the unit. There is a 20% chance that Beryl will elect to leave the characters for the soldiers.

# 12. Kina Wak

(Puppet Creature)

Inhuman



Construct

**Str** 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 10, **Cha** 17

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Profession (courtesan) +10, Sense Motive +5, Sleight of Hand +7

Kina is a construct similar to golem, but made of living tissue, she is controlled by her master Wak, who is an older man that accompanies her and acts as her manager. Kina has been around for hundreds of years and knows no other life except for being a pleasure creation. She was made to be a perfect companion, she sings and can tell stories as well as her amorous skills.

## Plot Hooks

1. "Wak" Wak is getting old and is thinking about retiring, he would like to sell Kina, however he wants a lot of money and isn't willing to negotiate. Most people think that Kina is just a pretty woman. It's possible that Kina would have been abducted and Wak wants to have her recovered.
2. Kina thought for years that she was created by Wak, however recently she has discovered that she is a creature called a Lillie, a construct made by an ancient race known as the Lokis (ancient Manthootians). Kina has had enough with this life and wants to find her "people". She has asked to be freed by Wak, but he has said "No", only on his death will she be freed. Recently she found out that he has plans to "gift" her to one of his cousins when he dies.

Feeling betrayed Kina has convinced herself that murder would be acceptable. The characters can be Kina's customers that she tries to get to help her or friends of Wak investigating his murder. In either case no one except for Wak knows that she is a construct. Druids will notice right off that there is something wrong with her; magic users get a spellcraft roll vs. 30 each day to figure it out.

# 13. Dhan Virvdis

(Female Human)



Human Prostitute Level 4

**Str** 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 15

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Dhan is a street woman that can be found in any place where there are men looking for companionship. She knows that she isn't the prettiest or the smartest but she has done the best that she can, but she has failed.

Dhan knows that she only has a couple of years to make decent money, before she is reduced to lower and lower paying jobs. At this point she is desperate. She will rob or swindle anyone she can as long as there is a chance of her getting away with it. She isn't above telling her minder any information that the characters may let loose in her presence.

Characters that become regulars of Dhan will have a 2 in 6 chance of being turned away because she has been beaten by her pimp and doesn't want to entertain until she has recovered a bit.



## Plot Hooks

1. Dhan wants to escape from her servitude and is plotting a way out, she just needs a little money and help and that is where the characters come into the scene.
2. Dhan has decided that she will never escape from the life she lives, so she has decided to make as much money as possible. Dhan has become adept at stealing from clients; it's possible she has taken something from the customers that visit her. It is also possible that she has taken something from another client that wants it back and they send the characters to fetch it, however it has already been taken by Dhan's pimp and sold.

# 14. Marcia of Ironwood

(Manthootian Female)



Human Prostitute/Fighter Level 3

**Str 8, Dex 15, Con 10, Int 12, Wis 10, Cha 17**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Marcia is an adventurer from one of the smaller houses in the Manthootian Combine. She left the hearth to adventure in human lands originally with a band of sisters. Many of her companions either got scared or found what they were looking for in the human lands. Marcia discovered that she likes the company of humans and the life of an adventurer.

One of the things she had never understood was the humans mating practices. Marcia likes having “fun” with party members as well as making extra money in towns where they are staying. She doesn't see any attachments being formed just because she performs with someone.

Marcia has been in the human lands for several years, her Manthootian physiology has kept her from getting any human sexual diseases and having had many partners and still not pregnant she believes that she may be White Flower (sterile). This seldom bothers her, while it would worry a regular Manthootian warrior.

Marcia is a good fighter, proficient with a bow and arrow. She is not very strong (like most Manthootians) but makes up for her lack of strength in the accuracy of her missile weapon.

## Plot Hooks

1. Marcia is having a bit of wanderlust, she wishes to travel and if a character that visits her is part of a large group of males that would suit Marcia fine.
2. Marcia was walking the streets and she saw a group of young Manthootian girls (known as White Feathers) being herded along by human slavers. She decided to kill them all but was dissuaded by one of her friends because there is a good chance she would be killed by so many guards. Marcia wants to hire the characters as extra muscle.

# 15. Chia Anik Her

Chia Anik Herr (Human Female)



Human Prostitute Level 2

**Str** 17, **Dex** 14, **Con** 15, **Int** 12, **Wis** 10, **Cha** 14

**Skills** Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +5, Profession (courtesan) +5,

Anik is cursed. Years ago Anik was a male fighter that breached a wizard's lair. The wizard thought it would be funny to place a girdle of Masculinity/Femininity on the fighter to teach him a lesson. The wizard knew the release word for the cursed item and intended to keep the girdle on for a short time; however the fighter was so enraged that once he got free he throttled the wizard with his bare hands, killing him before running off into the night.

Anik searched for someone to remove the belt, finding no one that could help him roamed the countryside until driven by madness she threw herself into a river. Either the river was not deep enough or the fall not high enough or the girdle's magic kept her alive. When she was pulled out of the water she didn't remember ever being a male, she was just Anik the Chia and she has lived that life ever since.

## Plot Hooks

1. The wizard that put the girdle on Anik wasn't killed, but deeply hurt, he drew back into his magic jar to wait for help, by the time they got out of the jar the human Anik was long gone. Now the wizard is closing in and looking to release Anik, but Anik doesn't know who the wizard is and is afraid for her life. Either the wizard or Anik can hire the characters to protect her or the wizard can hire the characters to kidnap Anik.

2. The girdle has developed sentience and wants to be given to a fighter of higher caliber. Using suggestive powers the girdle is suggesting that Anik look for a mage that might be able to break the spell and allow it to be put on another.

Anik will tell any characters she knows that she is looking for a magic user and will make it worth their time. The twist might be that when the release word is found the girdle may wish to be put on one of the characters, the transformation for Anik will not be easy after all of this time and may drive the fighter insane and willing to fight anyone for the device.

# 16. Chaldisa Mhern

(Human Female)



Human Prostitute Level 2

**Str** 8, **Dex** 10, **Con** 13, **Int** 12, **Wis** 10, **Cha** 16

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (Chaldisaya) +5, Perception +5, Perform (act) +8, , Profession (courtesan) +8, Sense Motive +5,

Chaldisaya Mhern is a young girl that lived on the streets as a street girl, selling herself to passersby. She found religion in the form of the Blue Lady Chaldisaya and has become a noviate in the order, soon to become an Andurn. Although she is a priestess she still sells her body, but the money goes to the poor and downtrodden in the area where she lives. She does not accept patrons during the Chaldite holy days.

## Plot Hooks

1. Mhern is afraid, she usually walks the streets near the temple selling herself but lately she has found herself wandering farther and farther away from the temple, but not remembering how she got there. What Mhem doesn't realize is that she isn't sleep walking, but being drawn by one of the agents of "The Voice From the East." The creature has sensed Mhem and is trying to pull her far enough away from the temple to posses her. It would be a coup if the evil one was able to take a priestess and turn her to evil. The characters can find out about what is going on pretty easily, but will be approached by a local priest that will lament that Mhem's lifestyle. Saying that her "life" has lead her to this and there is nothing anyone can do to prevent her eventual death. The "priest" will do all that they can to run down Mhem's character and explain why she is a lost to the church. This is a test from the Goddess Chaldisaya to any believer in the party. Any believer will know that nothing is too small for Chaldisaya to care about. She is testing the characters to see if authority will sway them from her tenants. If a character passes the test they should receive some form of priestly reward. However, there is still the problem of destroying the threat to Mhem that must be dealt with.

2. Mhem is interested in the character, especially if they are religious. Eventually she hopes to be promoted to Bisdurn and then Arc. She can only become an Arc if she is married. Even if she was an Arc, she will possibly have a problem finding a husband, but she knows that player characters aren't as fussy.

# 17. Kimi & Duvia

(Manthootian Women)



Manthootian Prostitutes/Fighters Level 3

**Str** 8, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (Manthootian culture) +5, Perception +5, +8, Perform (dance) +8, Profession (courtesan) +8,

Kimi and Duvia are from the same Mantootian Hearth, Leviathant, although not actual “blood” sisters they have known each other since they were White Feathers and became Min Do Oh together.

They have no inhibitions about preforming together and sharing. The two friends are not lovers when it's not called for in the job. They have a simple plan; by being human Chia they make a lot of money, since their needs are few, they both hope to become pregnant; both have had a small tattoo placed on their stomachs that supposedly make it so they will conceive only male children. If this does not happen when they conceive they will keep the girl children and steal or buy a male human child and take it and try to start their own hearth setting themselves up as the "Mothers of the Hearth."

Neither of the women are comfortable in the human lands, they speak little common, but know the words of their profession.



## Plot Hooks

1. "If any of the characters mentions that they come from a family of mostly boys the women will perform from him at no cost, if the character isn't careful he will end up with the two as hirelings until he gives them what they want, this could be a problem in more "polite" society.
2. One of the women gets pregnant by being with one of the characters. Despite having very little control over it the women will get upset that the character has chosen to impregnate one of them and not the other. The non pregnant one will demand services from the character until they are satisfied.

# 18. Jhadia

(Human Female)



Human Prostitute Level 2

**Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 17**

**Skills** Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +5, Sense Motive +2

Jhadia is a simple woman, she plies her trade on the streets and the local ale houses, and she is the quintessential bar girl.

## Plot Hooks:

1. Jhadia is a simple street girl; there is a 75% that she will fall in love with a character with charisma 15+ and a bit of money. She will tell them that she feels a connection with him and wishes she could leave the brothel, however she still owes 300gp on her debt and can only legally leave after paying it. Whether the character takes the bait is up to them.
2. Jhadia - tells the character that she feels a connection with him and wishes she could leave the brothel, however she still owes 300gp on her debt and can only legally leave after paying it. This is untrue; she actually doesn't owe any money to her mistress. She intends to keep it as a nest egg for future use, maybe to start again when she leaves the character. She will insist that she takes the money to her mistress herself and keep up the charade as long as she can.

# 19. Nadjokamen of Ironwood

(Manthootian Female)



Manthootian Prostitute/Magic user Level 5

**Str 8, Dex 14, Con 13, Int 17, Wis 14, Cha 15**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7, The Planes +10

Nadjokamen is a Manthootian magic-using female. In the Manthootian combine she is incredibly rare and if she stayed in its borders she would be wealthy beyond any of her sister's dreams. So the question is why is she here and why is she working in a brothel?

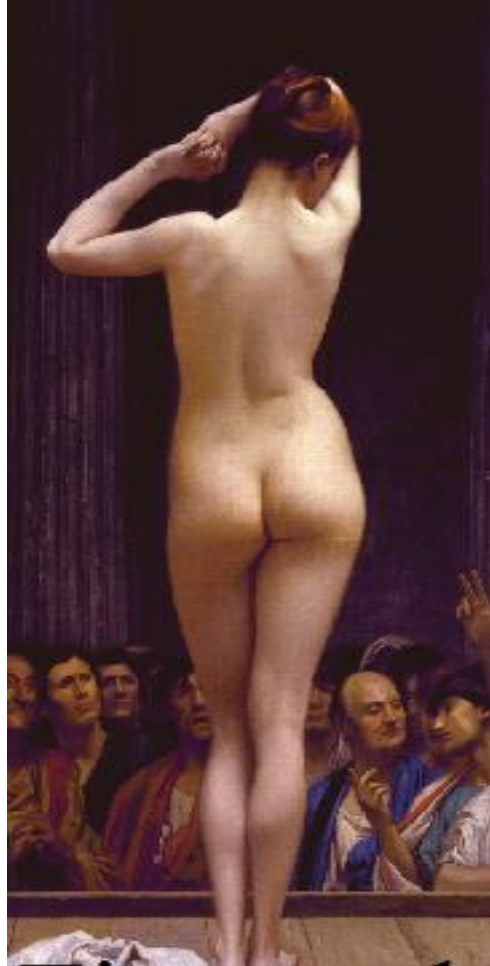
Nadjokamen isn't what she appears to be. Although she appears to be a female Manthootian, she is actually male. However he doesn't like females instead preferring human males. In the Manthootian combine he would be lobotomized and used to fertilize his mother's warriors until his body died from old age, so he is in hiding, the one place that no one in the Manthootian combine would think to look for him.

#### Plot Hooks:

1. “Sisters” Although Nadjokamen thought he was safe several of his sisters from the local Manthootian hearth have tracked him down. They will try to kidnap him and take him back to the hearth. Nadjokamen can hire the characters to either protect him or help him get out of the town and further away.
2. “Female” Nadjokamen is actually a female Manthootian, but several of her sisters from the local Hearth think she is a male, who also goes by that name and is hiding somewhere in the area. Normally it would be easy to prove to the mistaken sisters that she is female, however the warriors will suspect a trick and therefore want to take her back to the hearth to test her in a more controlled environment. Nadjokamen doesn’t want to go back to any hearth and wants the characters to protect her or at least come up with some way to prove to the warriors that she is female, a way that they will believe.

## 20. Kara of Dane

(Human Female)



Human Prostitute Level 1-20

**Str** 13, **Dex** 14, **Con** 13, **Int** 19, **Wis** 14, **Cha** 17

**Skills** Bluff +10, Diplomacy +, Disguise +19, Knowledge (local) +5, Perception +5, Perform (Dance) +12, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

In the Age of Empire, as the Maga Drillian Empire began to fade, the last of the Star born Tara of Dane ruled over an empire that covered most of the planet Avalyn/Mper. It was a time where magic and technology worked together to accomplish great things. Tara and her Wizard/Scientists attempted to pierce the veil that separates god from man and were punished for it. The wizard/Scientists were turned into the Storm Walkers and Tara was disintegrated, erased from existence...until now.

Tara woke up with little memory of what she was. Before she could fully think she was sold to a brothel and became a favorite of many of the local merchants. Her skills earned her a highly paid position, but she felt she was destined for more.

Each day she remembers more and more of her old life as Empress of Magadrill as well as her powers. Each week roll 1d20. If it equals or is higher than her current level she advances 1 new level and gains 5% of her memories back.

Tara is a powerful Psi power. For simplicity sake treat her abilities as spells. When she goes up a level she gains all of the abilities. In all other ways she functions as a sorcerer.

### **0-LEVEL PSION POWERS (Talents)**

<b>Daze</b>	Creature loses next action.
<b>Distract</b>	Subject's mind wanders, imparting a –1 penalty on some actions.
<b>Missive</b>	Sends a one-way telepathic message to subject.
<b>Telepathic Projection</b>	Modifies subject's emotions.

### **1st-LEVEL PSION POWERS**

<b>Charm Person</b>	Makes one person the manifester's friend.
<b>Conceal Thoughts</b>	The manifester conceals his or her motives.
<b>Disable</b>	Subjects incorrectly believe they are disabled.
<b>Empathy</b>	Know the subject's surface emotions.

### **2nd-LEVEL PSION POWERS**

<b>Aversion</b>	Subject has aversion the manifester specifies.
<b>Brain Lock</b>	Subject cannot move or take any mental actions.
<b>Detect Thoughts</b>	Detect subject's surface thoughts.
<b>Inflict Pain</b>	Mental attack deals 3d6 damage.
<b>Suggestion</b>	Compels subject to follow suggested action.

### **3rd-LEVEL PSION POWERS**

<b>Crisis of Breath</b>	Disrupt the subject's breathing.
<b>False Sensory Input</b>	Falsify one of the subject's senses.
<b>Lesser Domination</b>	Forces subject to obey manifester's will.
<b>Mindlink</b>	Have a mental bond with others.

### **4rd-LEVEL PSION POWERS**

<b>Domination</b>	Subject obeys manifester's will.
<b>Fatal Attraction</b>	Implants death urge in subject.
<b>Forced Mindlink</b>	Creates mental bond with unwilling subject.
<b>Mindwipe</b>	Subject's recent experiences wiped away.
<b>Tailor Memory</b>	False memory implanted in subject.

#### **5th-LEVEL PSION POWERS**

**Catapsi**

Psychic static is a drag on power manifestation.

**Greater Domination**

Subject obeys manifester's will.

**Metaconcert**

Mental concert of two or more psions increases the total power of the participants.

**Mind Probe**

Discover the subject's secret thoughts.

#### **6th-LEVEL PSION POWERS**

**Aura Alteration**

Subject seems something it is not.

**Mass Suggestion**

Many targets follow suggested action.

**Mind Switch**

Switch minds with another.

#### **7th-LEVEL PSION POWERS**

**Insanity**

Subject is permanently confused.

**Mass Domination**

Many targets subject to manifester's will.

**Ultrablast**

Mental scream deals 13d4 damage to all within 15 ft.

#### **8th-LEVEL PSION POWERS**

**Mind Blank**

Subject immune to mental/emotional effects, scrying, and remote viewing.

**Mind Seed**

Subject slowly becomes the manifester.

**True Domination**

Dominated subjects less likely to defy the manifester's will.

#### **9th-LEVEL PSION POWERS**

**Apopsi**

Delete the psionic power of another.

**Confidante**

Manifester and another share a permanent mental bond.

**Microcosm**

Subject explores imaginary world at the expense of the real one.

**Monster Domination**

Controls any creature, but for less time.

**Psychic Surgery**

Repair psychic damage and impart knowledge of new powers.

**Thrall**

Subject is manifester's slave forever.



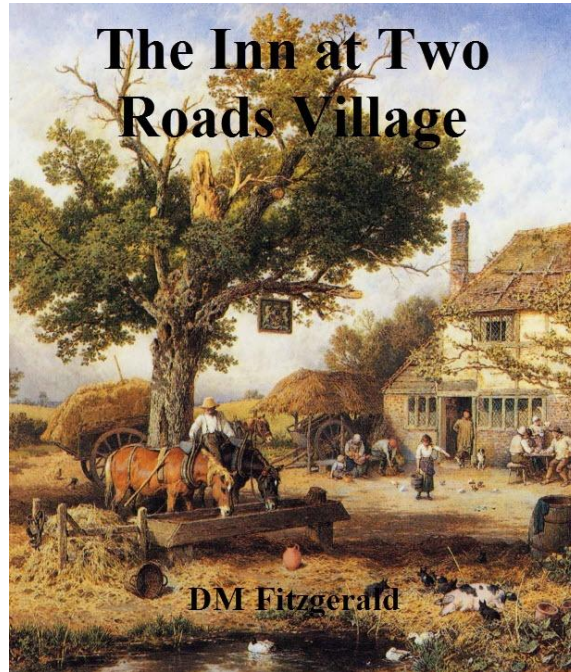
#### Plot Hooks:

1. Tara has no idea where she is initially, but as she regains her memory she will realize that she has come unstuck in time and maybe even space. She will decide that she will make a new empire of her own here. Tara will begin by subtly taking over the brothel, using her wiles and her intimidation skills. Within several weeks she will be running the brothel from behind the scenes, using her former employers to hide herself from harm. Give Tara six months and she will be making inroads into the guilds and local government. Somewhere about this time the characters can be brought in to find out who is taking over. Tara will always play a part in the meetings, acting like a mere woman of pleasure being used in the room as a decoration. Actually she will be manipulating her representatives using her psi ability.

2. The Chia known as Tara is having horrible dreams. In her dreams she is doing horrible things to people. She believes that she is possessed and wishes to be escorted to the nearest temple. Along the way her old self will probably destroy her new self and she will seek to take over the party, she can be very persuasive.

## **More Books by DCS**

### **Two Roads Village Series**



### **The Inn at Two Roads Village**

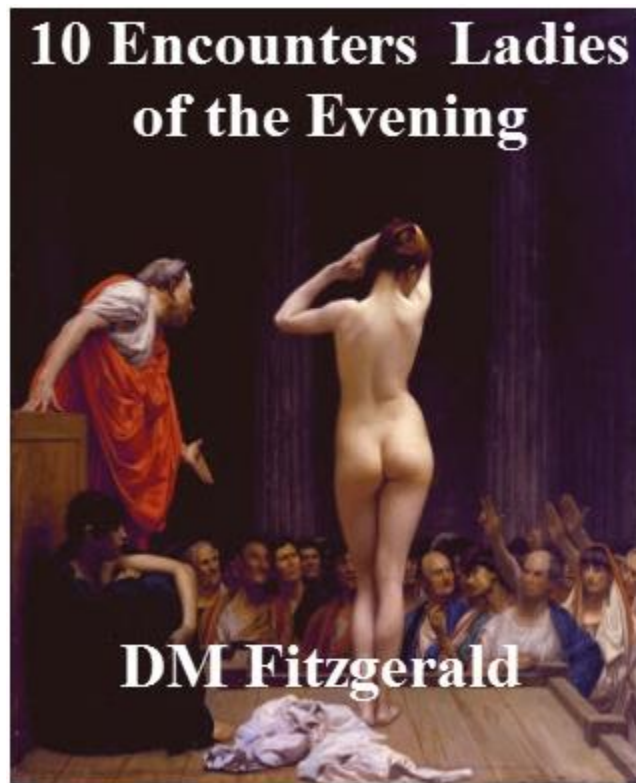
The Inn is a staple of any village. The inn at Two Roads village sits astride the Hard Pass in the high mountains. The inn is a place of intrigue and hidden agenda's

Contains:

Descriptions of Two Roads as well as the political situation around the village.

Descriptions of neighboring villages and how they fit into the political climate. Also 14 plot hooks.

Descriptions of the 18 Women of the Eve that work the inn as well as the staff. Also included are 14 plot hooks involving the staff and patrons of the inn

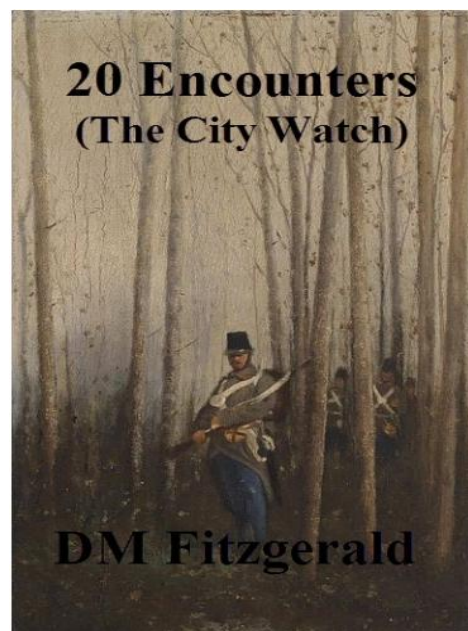


Ladies of the evening #1. In this encounter book you'll not just find common Courtesans, but a one who can read your future, another that is an expert on the military and even a poisoner. Uncommon ladies with 2 plot hooks for each one.

(This book is being sold in the "Adult Section" because of art that depicts the human body in the state of undress.)

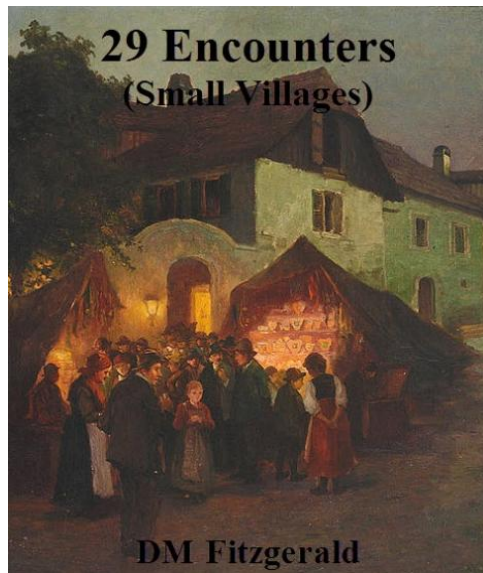


20 Encounters (Creepy Children) In this edition we have all kinds of creepy children, we have exploding children, Children in rabbit costumes as well as the favorite killer children. Don't let the adults have all of the fun....



20 encounters (The City Watch) In the town the City Watch is the law, they catch and convict innocent and guilty alike. Put your characters at their mercy.

This book comes with 20 City Watch encounters as well as an encounter chart to determines what the city watch wants from the characters that incorporates the 20 encounters in it.



**29 Encounters (Small Villages)** This book contains 29 small village descriptions. Ever need a quick description of a small village? This list gives you the basic reason why the village is here, number of taverns as well as the size of the city watch if any.

Example:

**Size 4 Village.** Crop is constantly ripening, a sorghum like product that is primarily used in animal feed.

There is only one inn present in the town, however for half the price of the inn there are rooms and provisions to be had at the local homes.

Also included is a random chart for even quicker villages that gives the general condition of the village as well as mundane encounters with a few of the citizens.

Suitable for all systems. 6 Pages



20 Encounters (Oracles) In this edition we have all kinds of Oracles. Oracles should be scary so we have some stuff in here to help you freak your characters out. We have a chart that gives you random strange things to happen around where the oracle lives, to get your characters in the spirit. Then we have 20 examples of oracles, from demon oracles to fake oracles, your characters won't know if it's safe to believe anything the oracle says. Finally we have the Random: What is happening chart. Using a bunch of d6's you will get a good framework for reasons to adventure or just a strange prophecy.

#### Example #1

Who? One person will be doing the deed.

What? This is a large thing, covering a large group of people or a large area.

Where is this happening? Very far away, it will take weeks/months to get there.

Why is this happening? There are hints that there is a reason, but nothing substantiated.

How is it happening? This will be done but a very few will notice.

When is this happening? This happened recently.

## **20 Encounters (Mobs of People)**



**DM Fitzgerald**

20 Road encounters (Mobs of People) is an encounter with mobs of people spun 20 ways.

Mobs are scary, you never know what they want and what their real motivations are. Here are 20 versions of mobs that will make your characters run and hide in the nearest dungeon.....where they can be alone



## **Other 20 Road Encounter Products**

20 Road Encounters Featuring (Prisoners).

20 Road Encounters (Tinkers, Tramps and Thieves).

20 Road Encounters (Couriers and Messengers)

20 Road Encounters (Places Can be Deposited by Gates)

20 Road encounters featuring extra dimensional gates spun 20 ways.

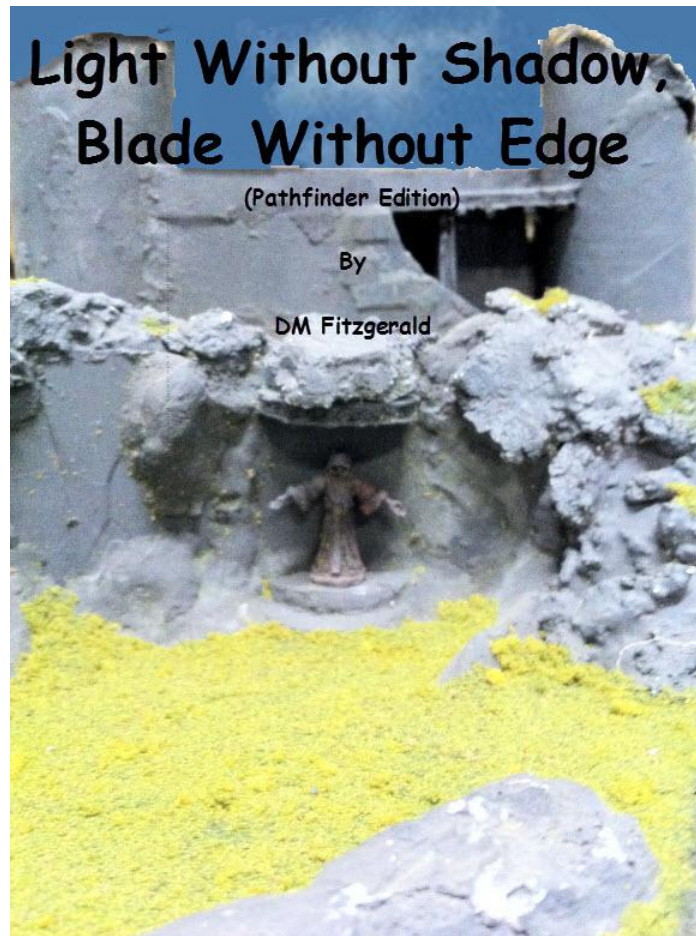
20 Road Encounters (Strange Contraptions)

20 Road encounters featuring extra dimensional gates spun 20 ways.

20 Road Encounters (The Inn on the Road)

20 Road encounters featuring extra dimensional gates spun 20 ways.

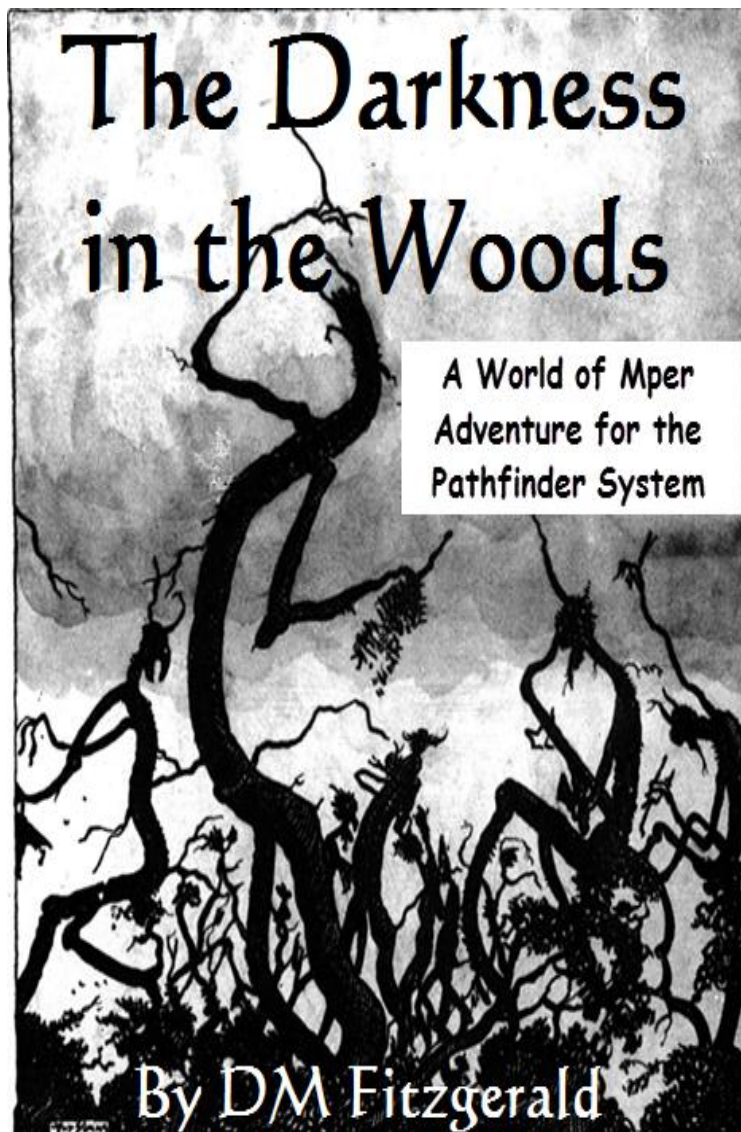




## **A complete set of adventures**

The characters start out by offering to help an obscure sect of monks rid themselves of orcs and end up in the final parts of the adventure fighting the future overlords of the world, vampires. The vampires are trying to destroy the final stronghold of humanity.

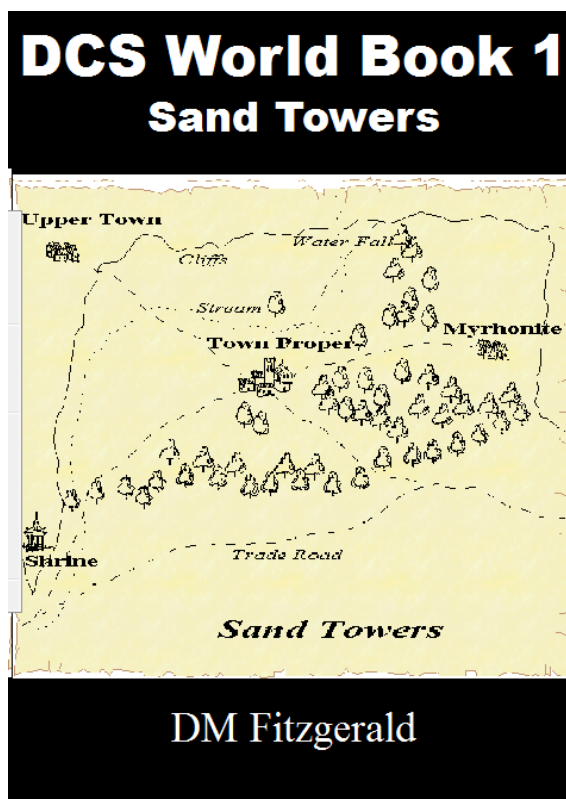
The adventure has 6 sub adventures that come together to complete the task of releasing the "Light Without Shadow, Blade Without Edge."



### Darkness in the Woods

"There is a shadow in the woods, when it shows itself the woodland creatures become twisted things, even nature is not immune to its effects. "This adventure is set for third level characters and below and makes a good [start](#) for new players.

## DCS World Book One: Sand towers

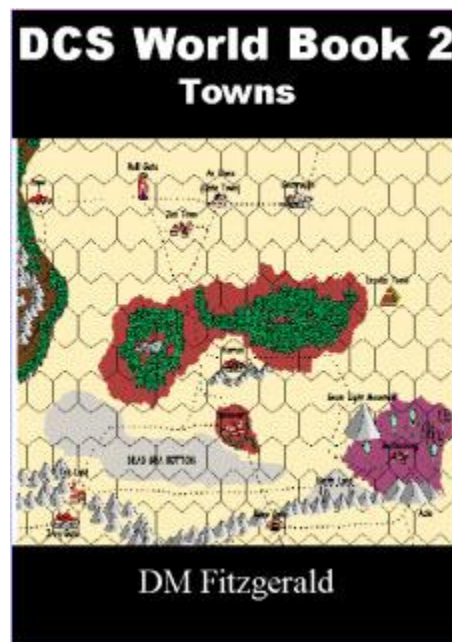


Sand Towers is a border town set on [the edge of](#) two rival kingdoms. The book has over 15 pages of content about how the town is organized and 9 maps of the town and the area's around it.

Sand Towers is a perfect town for any rules setting.

Sand Towers was featured in the story Abner and the Honest Man in the book War Stories (available for sale here at Drive Thru).

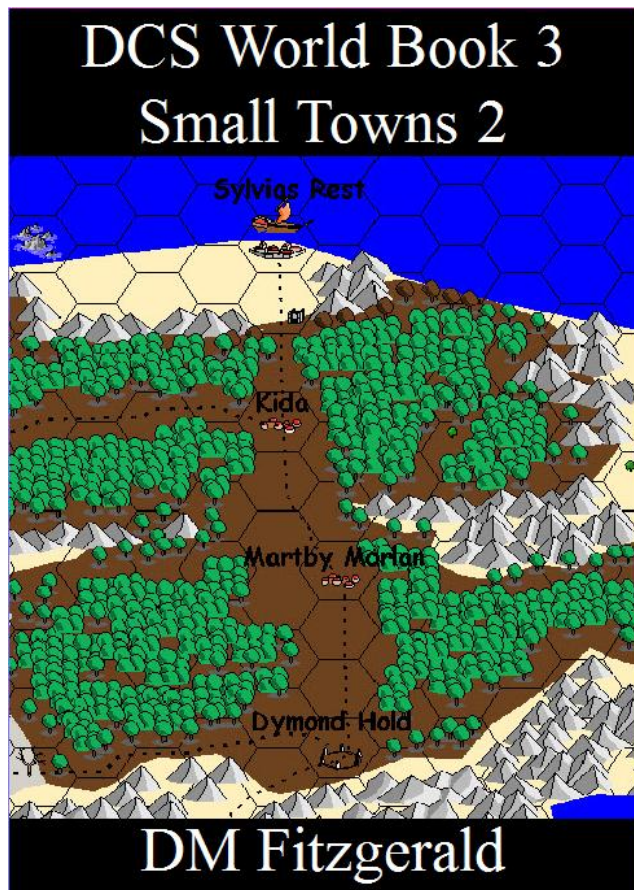
## DCS World Book 2 Towns



Adventure on the world of Mper with this city book that gives you a peek at over 5 towns on the continent of Avalyn. Learn about Iron Gate and its founding as well as Gate Lore at the world's main gate of Anliona.

The following cities are outlined; Gate Town, Gostrough, Guillenberg, Hanover, Iron Gate and Jim Town. The book has 5 town maps as well as larger maps of the interior of the continent of Avalyn. Also included is the story "Accidental War" which recounts the founding of Iron Gate.

## DCS World Book 3: Small Towns



A 12 page guide to three towns on the world of Mper; Dymond Hold, Kida and Ming Keep (above Sylvias Rest.)

Suitable for most RPG systems, six maps of the areas.

Short Sceneries:

Demon Boon/Demon Curse

The Crying Ghost

Harpies Bazaar



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Mper, Jubgi, Voice From the East.